MARIO
CLASH
VIRTUAL BOY
AGES 6+

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Thank you for selecting the Mario Clash!™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

▲ WARNING

This product MUST NOT be used by [illegible] Anti-[illegible]-stein displays may not be safe for such [illegible] damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy [illegible] and the Consumer Information and Precautions Booklet. Make sure before [illegible] correctly adjust the hardware, including the IPD and FOCUS. Do not play if you [illegible]. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes [illegible] become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1 800 255 3700.

CHOKE HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

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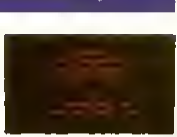
Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

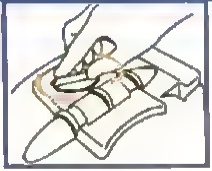
Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position.
When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.



Press the START button to display the "IPD and FOCUS adjustment screen."
Both adjustments are made using this screen.

IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance)

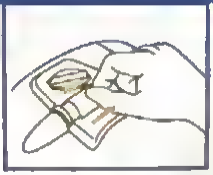


While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right

The best adjustment may allow you to see only three marks, or four slightly blurred marks When you have completed the IPD adjustment, proceed with the FOCUS adjustment

Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly



Move the FOCUS slider to the CENTER POSITION as marked on the housing
For most people the center position should give you the clearest image If the image is still fuzzy then adjust the FOCUS slider right or left until the image is sharp and clear

Automatic Pause Function

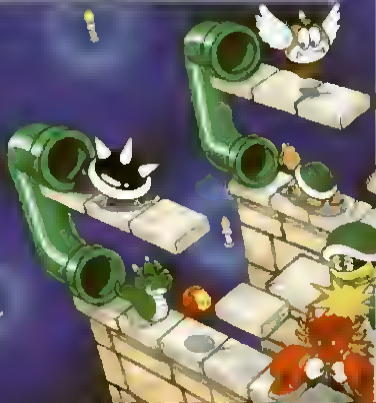
All Virtual Boy Game Paks contain an automatic pause function.

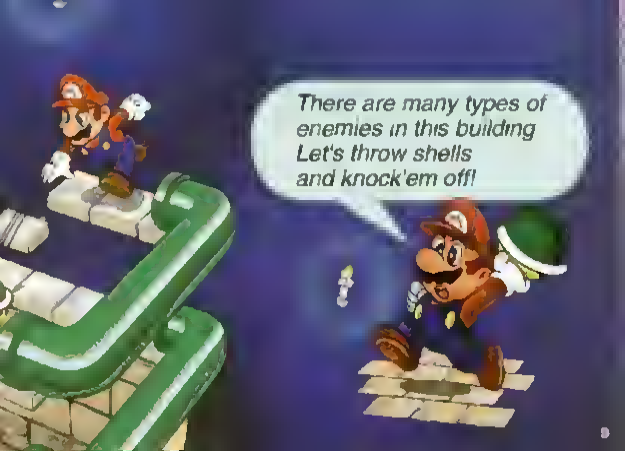
After completing the IPD and FOCUS adjustments press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L Control Pad, then press the START button to begin the game.

After continuously playing "Mario Clash" for 15 minutes (or after each level is completed), the game will automatically pause. Please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.

Knock Off The Enemies By Throwing Shells!

The Clash House Tower has been invaded by bad guys! It's up to Mario to clear them out, throwing Koopa shells to knock them away. Take care as you battle in dangerous rooms of narrow ledges connected by pipes.




There are many types of enemies in this building Let's throw shells and knock'em off!

Controller Functions

L Button.

- While moving left or right, pressing this button makes you run

L Control Pad.

- Press ↑ or ↓ to face either front or back. Also used to select items on the "Select Screen"
- Press ← and → to move left and right. Also used to spin Mario when he hangs onto the rope

SELECT.

- Press SELECT while paused to return to the "IPD and Focus Adjustment Screen". After making your adjustments, press SELECT again to return to the pause screen

START.

- Start the game. If you press START during the game it will pause. Press again to restart the game

R Button.

- Jump

R Control Pad

- Press ← or → to throw shells left or right.
- Press ↑ or ↓ to throw shells at the opposite side

A Button.

- Throw Turtle Shells (in the direction you are facing)

B Button.

- Jump

Press the SELECT START A B L and R Buttons simultaneously to reset the game

Power switch

Getting Started.

[Title screen]

Press START while the TITLE screen is displayed and the SELECT screen will appear

[Select Screen]

Make your choice from these selections [GAME START], [TOP SCORE] or [BRIGHTNESS].

■ GAME START.

Choose [GAME START] on the [Select Screen] then press START. Before pressing START use ● or ➡ on the L✣Control Pad to pick any level from 1--40

Level

TOP SCORE.

If you select [TOP SCORE] the Top Score Screen will be displayed Press START to return to the Game Select Screen

[Top Score Screen]

●When the game over,if your score is in the top five, it will be displayed on the Top Score screen

BRIGHTNESS. (Brightness Adjustment.)

Select [BRIGHTNESS] on the Select Screen.
Use●and●on the L中Control Pad to adjust the screen brightness

The Game Screen

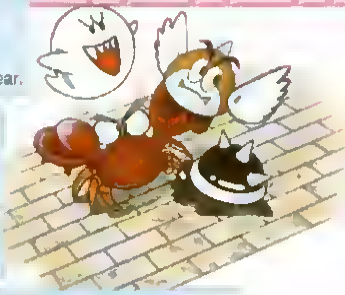
Time Remaining

Score Marios Remaining Level No

Each time you defeat an enemy, the mushroom counter will decrease. When the number reaches 0, a mushroom will appear.

Spin Mario while on the rope to face him in the direction you want him to land, then jump to the ledge

Go through the pipe to cross to the opposite side



When this symbol appears at the left top of the screen, Virtual Boy's batteries are getting weak. This indicates you should change the batteries.

Defeating Enemies

Basics Tactics

If you jump on a Koopa, he will be stunned and withdraw into his shell. If you approach the shell, you will pick it up.

While holding the shell, press either the R or A Button to throw it.
If the shell hits the enemy, you can knock it off.

Important Point!

★Defeat multiple enemies at one time to get bonus points! The more you knock off, the higher your score!

Advanced Tactics

To defeat certain enemies, their weak points must be hit more than once. Stun him, then let him turn around. Hit him again to finish him off.
※Each enemy has a different weak point.

Important Point!

★Hit enemies on the opposite ledge. Repeatedly catch the shell as it bounces back and it will begin to shine. Shining shells will fly a long distance and can be used to defeat enemies that are far away.
★When there is only one enemy left in a stage, it will move faster.

Scoring

■Every time you stun or defeat an enemy, points will be added to your score

- Jump on Koopa -- 10 points
- Defeat Fire or Ice -- 50 points
- Stun an enemy 100 points.
- Defeat an enemy -- 500 points.

★If you stun and defeat multiple enemies with one throw, their point values will increase as follows 500, 500 X 2, 500 X 3 and so on.

■Bonus points

- When a stage is cleared, bonus points may be awarded. The number of points depends on the number of enemies you have defeated in a group
- If you clear a stage without making any mistakes,a time bonus (10pointsXtime remaining)will be added to your score

Important Point!

Mushroom

★Touch a mushroom to begin "Fever Time." A single shell will defeat any enemy while it's "Fever Time," and any points you score will be double!!

⇨Any mistakes made will end "Fever Time."

■When a certain stage is cleared, there is a bonus chance that allows you to get coins. The more coins you get, the more Bonus Chance points you receive.

★If you can get all the coins, you will get an extra Mario as a perfect bonus.

[BONUS CHANCE]

Enemy Characters

Koopa

If you jump on a Koopa, it will withdraw into its shell. You can throw the shell after picking it up. Koopas are the only thing you can jump on and throw. But, after a short time, they will revive, so be careful!

Spike

If you throw a shell at him, you can knock him off. He is the weakest of your enemies.

Thorny

Thorny is protected by his three horns. He cannot be knocked down with one hit.

Para-Goomba

This enemy jumps, making it hard to hit with a shell, so aim well.

Lobb

They will throw Iron Balls at Mario, so watch out!

Sidestepper

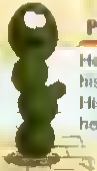
His scissor claws will block a thrown shell. His only weakness is to hit him in the stomach.

Big Boo

She floats in the air and is hard to hit.
When Big Boo becomes transparent, she cannot be hit.
A shell will simply pass through without damaging her.

Snake

She multiplies by producing eggs
Watch out for trouble



Pokey

He shrinks if you hit his body with a shell
His weak point is his head

● *Along with the enemies, there are other hazards that will interfere with you.*

Fire

It appears suddenly
Be quick to avoid it

Ice

It appears in the frozen room

Important Point!

When your score reaches 50 000 points 100 000 points
Your remaining Marios will increase by one
Take aim and set your sights on a high score
Good Luck!

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